From: Bob
To: Microsoft ATR
Date: 1/20/02 12:56pm
Subject: Microsoft Settlement

To whom it may concern

Microsoft is at it again!
It seems that Microsoft wants to control the
3D API arena in favor of its own Direct3D.

What better way to strangle its mortal enemys
(Linux, OSX, etc...)

I hope you consider this in your decision to
stop this software behemoth from bullying
everyone to see their way.

Humberto Ballesteros IT/MIS

From go2mac.com:
Is Microsoft Trying to Kill OpenGL?
    Thu, 17 Jan 2002, 07:04

    The Register is running a story about how Microsoft has aquired key 3D patents from SGI. 3D
technology is not just for video games and immersive systems, but it is also part of the infrastructure that
supports important sectors of the economy, such as design visualization and scientific imaging. Such
critical infrastructure should be based on open standards, but what happens if Microsoft starts an new
round of lawsuits in this arena? What will happen to Mesa3D? It is often very difficult to obtain Apple
support for 3D devices, and I wonder what this deal means for Apple users.